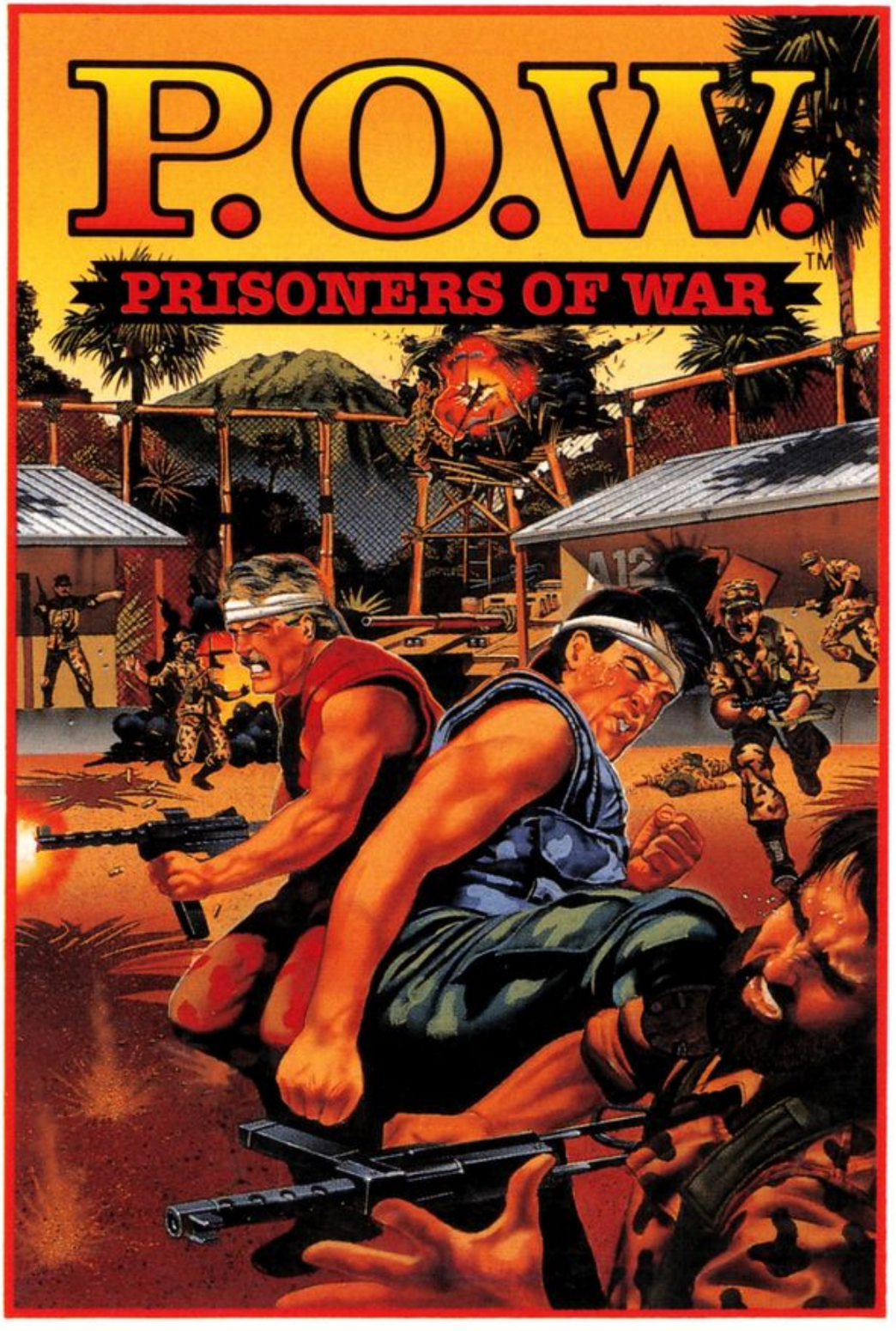
NES-EW-USA

INSTRUCTION MANUAL

SNK



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WARNING

- As this Game Pak is a precision device, keep away from heavy shock and do not use under extreme temperature conditions.
- Do not touch the connectors and avoid water exposure, which might cause problems.
- Do not clean with thinner, benzine or alcohol.
- Always turn the power off before inserting or removing the Game Pak from the Nintendo Entertainment System.

Thank you for selecting P.O.W. from SNK for your Nintendo Entertainment System. For maximum enjoyment of your new game, please read this booklet carefully and save it for future reference.

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YOUR MISSION

Your code name is Bart. You are a captain of the Army Special Forces Unit "M." Your mission is to infiltrate GOON (Government of Offensive Network), a subversive organization whose aim is to break up the international economy and establish a worldwide smuggling ring. You will accomplish this by purposely being captured and imprisoned in their "escape-proof" armed camp. You'll have to fight your way out with your bare fists – but if you can break into the ammunition depot, you'll find grenades, knives, and M-16's to tip the odds in your favor. Your goal is to find and eliminate the leaders of GOON before they can carry out their diabolical scheme!

Code Name: Bart

Captain, Army Special Forces Unit "M." Highly skilled in hand-to-hand combat and familiar with all types of weapons.
Height: 6'
Weight: 160 lbs.

ABOUT THE GAME

Lives

You begin each game with three lives. The game ends when you lose them all. (See GAME SCREEN DISPLAY for life indicator.)

With every 30,000 points you score, you will receive an additional life.

Continue Mode

In the continue mode, the game restarts at the beginning of the same stage where the hero was destroyed in the previous game.

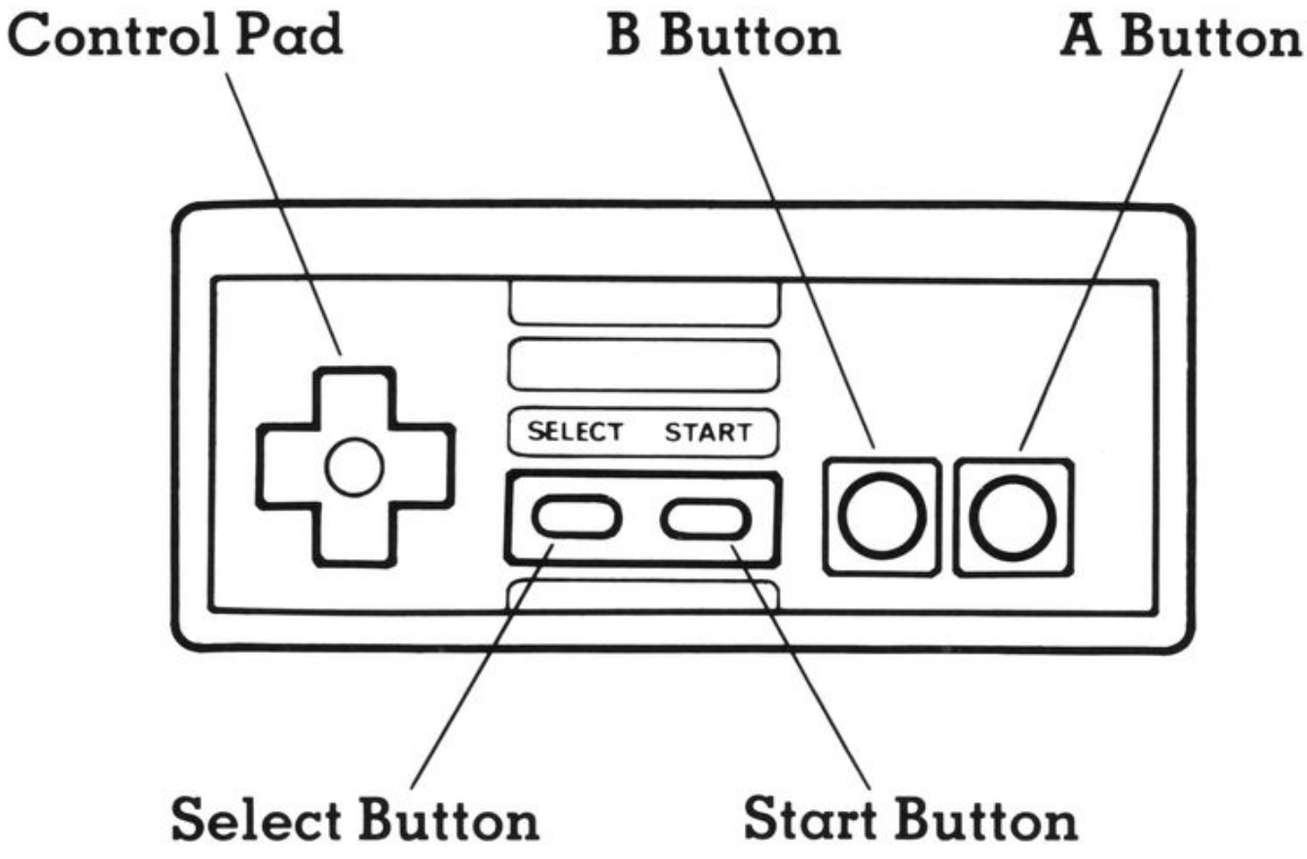
Acquiring Power-Up Items

You may enter huts and vehicles to acquire these power-up items:

- Brass Knuckles
- Bullet-proof Vest
- Life Force

Be careful – once you enter, you cannot leave again until all the enemies are defeated.

THE CONTROLLER



Start Button

Press to start the game when the title screen appears, or press while playing to interrupt the game (pause), then press again to continue playing.

Select Button

Press to choose "GAME STARTS" or "CONTINUE."

Control Pad

Press to maneuver hero.

A Button

Press to kick, or to fire gun.

B Button

Press to hit with fist or gun butt, or to throw knife or grenade (when holding these items).

A + B Button

Press simultaneously to jump-kick.

Control Pad + B Button

Press Control Pad in opposite direction of hero's movement and press B Button simultaneously to make a back-punch.

GAME SCREEN DISPLAY

Life Gauge

Score

High Score

Remaining Number of Bullets

Remaining Number of Lives

Power-Up Items

When you acquire an item, the symbols for the following will appear: bullet-proof vest in A; brass knuckles in B; machine gun, grenade, or knife in G.

LEVELS OF GAME PLAY

First Level: Escape from Prison Camp

By picking up power-up items, you should be able to reach the Boss Enemy without too much difficulty.

Enemies in this area are:

- Foot Soldiers
- Commandos
- Green Berets
- Assault Chopper (the Boss of the first level)

You cannot proceed to the next level until you have destroyed the Boss Enemy.

Second Level – Attacking the Industrial Area

In addition to the soldiers found in the first level, watch out for Bike Soldiers and Frogmen. You must use your skill to avoid traps that are set in the industrial area.

Third Level – Guerrilla Attack in the Jungle

Cliffs and waterfalls in the jungle make it tricky to maneuver. Watch out for surprise attacks from the enemy.

Fourth Level – Destruction of Communications Headquarters

This is the most difficult level. All the enemies attack with increased speed and firepower. The strongest Boss Enemy is here.

POWER-UP ITEMS

Brass Knuckles

Doubles up your punching power. This is the fatal-blow item. You will find this item in various rooms in each area. You will lose it when you lose a life.

Bullet-proof Vest

This can be found in various rooms in each area. You will lose it when you lose a life.

Combat Knife

Can be thrown at enemies. Obtain it by knocking down an enemy who has it. You will lose it when you throw it, or when you lose a life.

Machine Gun

The strongest item! Use it to strafe enemies. You only have ten bullets, so use them wisely. You will lose it when you drop it, use up your bullet supply, or lose a life.

Grenade

Use it to attack helicopters and armored cars. Get it by knocking out GOON soldiers. You will lose it when you throw it, or when you lose a life.

Life

Extends your life. You will find it in various rooms in each area.

ENEMIES

GOON Foot Soldiers

The most common soldiers. Take their grenades away from them.

Assault Chopper

The Boss of the first level. Its mission is to patrol the camp. Only grenades or machine guns can destroy it.

Commandoes

Take their guns or knives away from them.

Green Berets

Watch out! They are expert soldiers.

Frogmen

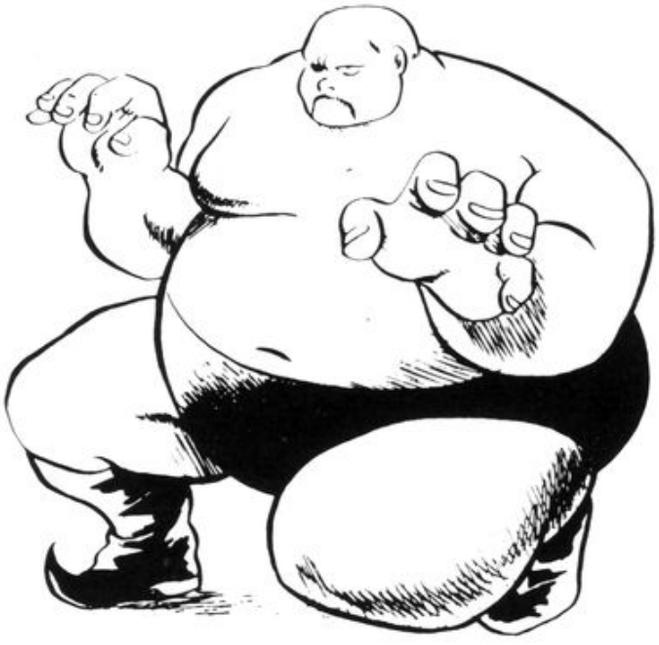
Soldiers skilled in underwater combat.

Bike Soldiers

They belong to the mechanized unit.

DonJames

Captain of the GOON mechanized unit and Boss Enemy of the second level.
Height: 6'4"
Weight: 176 lbs.



Angel

Commanding Officer of the GOON Special Forces Unit and Boss Enemy of the third level.
Height: 6'7"
Weight: 336 lbs.

Snivel

The General of GOON Headquarters and Boss Enemy of the fourth level.
Height: 6'4"
Weight: 187 lbs.

The Leader

The mystery Boss of the final area.
Height: 7'8"
Weight: 231 lbs.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subject J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-00345-4.

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